



on the Atari

You're the master of the local graveyard. Usually a peaceful job. But some monsters have moved in — and they hate peace and quiet. They're a wild and furious bunch who like to party and raise the dead! They're determined to escape from the dank, musty graveyard and head for the bright lights of the town where they can do those unspeakable things monsters love to do.

As master of the graveyard, you have the responsibility of being a party killer — of keeping the monsters where they belong, six feet under! The Monster Smasher System is the key to trapping and smashing them before they escape through the gates. But it's far from easy because these monsters are f-a-s-t! And they're smart enough to make a run for it from many directions at once. So you'd better be wide awake and have your reflexes in top form or the monster smasher will miss smashing. If only ten monsters escape you're a goner . . . and the town will be in for a monstrous night of monster pleasure.

Tips and Tactics

The object of the game is to smash as many monsters as possible, while letting all the visitors pass through unharmed. You control the graveyard gates and the tombstone smashers. You must protect the visitors and eliminate the graveyard pests. As you master the game you'll progress through nine levels which become increasingly difficult. The game is over when three visitors are killed or 10 monsters escape. Remember that an escaped bug counts triple.

Characters and Commands

Spirits	Worth maximum points when smashed quickly after appearance.
Eyes	Worth maximum points when killed near the exit.
Eggs	May be ignored. There is no penalty when they escape. Turns into a bug when smashed.
Bug	Worth three times as much as any other monster and counts as three escapees if it gets away!!
Visitors	1000 points for each one that gets through safely.
Option Key	Pause/Continue toggle
Select Key	On/Off toggle
Start Key	Start/Restart

Joystick Control

